Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device comprising:

~~a game;~~

at least one input device;

a display device;~~adapted to display the game;~~

~~a plurality of starting values in the game, wherein each starting value is greater than zero;~~

~~a plurality of selections in the game;~~

~~at least one numerical modifier in the game, wherein said numerical modifier is associated with at least one of the selections; and~~

a processor; and ~~operable with said display device to control the play of the game by:~~

at least one memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate with the display device and the at least one input device to control a play of a game by:

    (a)   initially displaying: ~~and providing said~~

        (i)   a plurality of starting values to a player, each of said plurality of starting values being greater than zero, and at least two of said plurality of starting values being different; and

        (ii)   a plurality of selections, at least one of the selections being associated with at least one numerical modifier;

    (b)   thereafter:

        (i)   causing one of the displayed selections to be picked; and

        (ii)   enabling the player to individually associate one of said displayed starting values with said ~~a~~ picked selection;

(c)   forming an ending value based on said individually associated starting value and any <u>numerical</u> modifier associated with said picked selection;

(d)   repeating steps (b) to (c) for at least another one of said remaining unassociated starting values; and

(e)   providing the player an award based on at least two of said ending values.

Claim 2 (currently amended):   The gaming device of Claim 1, wherein <u>when executed by the processor, the plurality of instructions cause</u> said processor <u>to operate with the at least one input device</u> is further operable to control the play of the game by enabling the player to pick said selections.

Claim 3 (currently amended):   The gaming device of Claim 1, wherein <u>when executed by the processor, the plurality of instructions cause</u> said processor <u>to operate with the at least one input device</u> is further operable to control the play of the game by<u>,</u> <u>for each of the selections,</u> enabling the player to pick each of said selection selections by individually associating one of said starting values with one of said selection. selections.

Claim 4 (currently amended):   The gaming device of Claim 1, wherein <u>when executed by the processor, the plurality of instructions cause</u> said processor is further operable to control the play of the game by repeating steps (b) to (c) for each of a plurality of said remaining unassociated starting values.

Claim 5 (currently amended):   The gaming device of Claim 1, wherein <u>when executed by the processor, the plurality of instructions cause</u> said processor is further operable to control the play of the game by repeating steps (b) to (c) for each of said remaining unassociated starting values.

Claim 6 (currently amended): The gaming device of Claim 1, wherein <u>when executed by the processor, the plurality of instructions cause</u> said ~~processor is further operable~~ to control the play of the game by providing the player an award based on each of said ending values.

Claim 7 (original): The gaming device of Claim 1, wherein a plurality of said selections are associated with a plurality of numerical modifiers.

Claim 8 (original): The gaming device of Claim 7, wherein a plurality of said numerical modifiers are different.

Claim 9 (currently amended): A gaming device comprising:

~~a game;~~

<u>at least one input device;</u>

a display device<u>;</u> ~~adapted to display the game;~~

~~a plurality of starting values in the game, wherein each starting value is greater than zero;~~

~~a plurality of selections in the game;~~

~~a plurality of numerical modifiers in the game, wherein each of the selections is associated with one of said numerical modifiers; and~~

a processor<u>; and</u> ~~operable with said display device to control the play of the game by:~~

<u>at least one memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate with the display device and the at least one input device to control a play of a game by:</u>

    (a)   <u>initially</u> displaying<u>:</u> ~~and providing said~~

        <u>(i)</u>   a plurality of starting values to a player<u>, each of said plurality of starting values being greater than zero, and at least two of said plurality of starting values being different; and</u>

(ii)   a plurality of selections, for each one of the selections, a separate one of a plurality of numerical modifiers being associated with said selection;

(b)   thereafter:

(i)   causing one of the displayed selections to be picked;

(ii)   enabling the player to individually associate one of said displayed starting values with said a picked selection;

(c)   forming an ending value based on said individually associated starting value and said numerical modifier associated with said picked selection;

(d)   repeating steps (b) to (c) for at least another one of said remaining unassociated starting values; and

(e)   providing the player an award based on at least two of said ending values.

Claim 10 (currently amended):   The gaming device of Claim 9, wherein when executed by the processor, the plurality of instructions cause said processor to operate with the at least one input device is further operable to control the play of the game by enabling the player to pick said selections.

Claim 11 (currently amended):   The gaming device of Claim 9, wherein when executed by the processor, the plurality of instructions cause said processor to operate with the at least one input device is further operable to control the play of the game by, for each of the selections, enabling the player to pick each of said selection selections by individually associating one of said starting values with one of said selection. selections.

Claim 12 (currently amended): The gaming device of Claim 9, wherein when executed by the processor, the plurality of instructions cause said processor is further operable to control the play of the game by repeating steps (b) to (c) for each of a plurality of said remaining unassociated starting values.

Claim 13 (currently amended): The gaming device of Claim 9, wherein when executed by the processor, the plurality of instructions cause said processor is further operable to control the play of the game by repeating steps (b) to (c) for each of said remaining unassociated starting values.

Claim 14 (original): The gaming device of Claim 9, wherein a plurality of said numerical modifiers are different.

Claim 15 (currently amended): A gaming device comprising:

a game;

at least one input device;

a display device; adapted to display the game;

a plurality of different starting values in the game, wherein each starting value is greater than zero;

a plurality of selections in the game;

a plurality of numerical modifiers in the game, wherein said numerical modifiers are associated with a plurality of the selections; and

a processor; operable with said display device to control the play of the game by:

at least one memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate with the display device and the at least one input device to control a play of a game by:

    (a)   initially displaying: and providing said

        (i)   a plurality of starting values to a player, each of said starting values being greater than zero, and at least two of said starting values being different; and

(ii)   a plurality of selections, a plurality of numerical modifiers being associated with a plurality of said selection;

(b)   thereafter:

(i)   enabling the player to select one of said displayed provided plurality of starting values;

(ii)(c) picking one of said plurality of displayed selections; and

(iii)(d) enabling the player to individually associate said selected picked starting value with said picked selection;

(c)(e) forming an ending value based on said individually associated starting value and any numerical modifier associated with said picked selection;

(d)(f) repeating steps (b) to (c)(e) for each of said remaining provided unassociated starting values; and

(e)   providing the player an award based on at least two of said ending values.

Claim 16 (currently amended): The gaming device of Claim 15, wherein when executed by the processor, the plurality of instructions cause said processor to operate with the at least one input device is further operable to control the play of the game by enabling the player to pick said selections.

Claim 17 (original): The gaming device of Claim 15, wherein a plurality of said numerical modifiers are different.

Claim 18 (currently amended): A gaming device comprising:

a game;

at least one input device;

a display device; adapted to display the game;

a starting value in the game;

a plurality of selections in the game;

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~~a plurality of numerical modifiers in the game, wherein each of the selections is associated with one of said numerical modifiers; and~~

a processor; and ~~operable with said display device to control the play of the game by:~~

at least one memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate with the display device and the at least one input device to control a play of a game by:

(a)   displaying: ~~and providing the~~

(i)   a starting value to a player; and

(ii)   a plurality of selections, for each one of the selections, a separate one of a plurality of numerical modifiers being associated with said selection;

(b)   enabling the player to divide said displayed starting value into a plurality of different starting portions, ~~wherein~~ each of said different starting portions being ~~is~~ greater than zero;

(c)   causing one of the displayed selections to be picked;

(d)   enabling the player to individually associate one of said starting portions with said ~~a~~ picked selection;

(e)~~(d)~~ forming an ending portion based on said individually associated starting portion and said numerical modifier associated with said picked selection;

(f)~~(e)~~ repeating steps (c) to (e)~~(d)~~ for at least another one of said remaining unassociated starting portions; and

(g)~~(f)~~ providing the player an award based on at least two of said ending portions.

Claim 19 (currently amended): The gaming device of Claim 18, wherein when executed by the processor, the plurality of instructions cause said processor to operate with the at least one input device ~~is further operable~~ to control the play of the game by enabling the player to pick said selections.

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Claim 20 (currently amended): The gaming device of Claim 18, wherein when executed by the processor, the plurality of instructions cause said processor to operate with the at least one input device is further operable to control the play of the game by, for each of the selections, enabling the player to pick each of said selection selections by individually associating one of said starting portions with one of said selection. selections.

Claim 21 (currently amended): The gaming device of Claim 18, wherein when executed by the processor, the plurality of instructions cause said processor is further operable to control the play of the game by repeating steps (c) to (e)(d) for each of a plurality of said remaining unassociated starting portions.

Claim 22 (currently amended): The gaming device of Claim 18, wherein when executed by the processor, the plurality of instructions cause said processor is further operable to control the play of the game by repeating steps (c) to (e)(d) for each of said remaining unassociated starting portions.

Claim 23 (currently amended): The gaming device of Claim 18, wherein when executed by the processor, the plurality of instructions cause said processor is further operable to control the play of the game by providing the player an award based on each of said ending portions.

Claim 24 (original): The gaming device of Claim 18, wherein a plurality of said numerical modifiers are different.

Claim 25 (currently amended): A gaming device comprising:

~~a game;~~

at least one input device;

a display device; ~~adapted to display the game;~~

~~a starting value in the game;~~

~~a plurality of selections in the game;~~

~~a plurality of numerical modifiers in the game, wherein each of the selections is associated with one of said numerical modifiers; and~~

a processor; ~~operable with said display device to control the play of the game by:~~

at least one memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate with the display device and the at least one input device to control a play of a game by:

    (a)   displaying: ~~and providing the~~

        (i)   a starting value to a player; and

        (ii)   a plurality of said selections, for each one of the selections, a separate one of a plurality of numerical modifiers being associated with said selection;

    (b)   enabling the player to divide said starting value into a plurality of starting portions, ~~wherein~~ each of said starting portions being ~~is~~ greater than zero;

    (c)   enabling the player to select one of said displayed starting portions;

    (d)   picking one of a ~~said~~ plurality of selections;

    (e)   enabling the player to individually associate said selected ~~picked~~ starting portion with said picked selection;

    (f)   forming an ending portion based on said individually associated starting portion and said numerical modifier associated with the picked selection;

    (g)   repeating steps (c) to (f) for at least another one of said remaining provided unassociated starting portions; and

(h) · providing the player an award based on at least two of said ending portions.

Claim 26 (currently amended): The gaming device of Claim 25, wherein <u>when executed by the processor, the plurality of instructions cause</u> said processor <u>to operate with the at least one input device</u> is further operable to control the play of the game by enabling the player to pick said selections.

Claim 27 (currently amended): The gaming device of Claim 25, wherein <u>when executed by the processor, the plurality of instructions cause</u> said processor is further operable to control the play of the game by repeating steps (c) to (f) for each of a plurality of said remaining provided unassociated starting portions.

Claim 28 (currently amended): The gaming device of Claim 25, wherein <u>when executed by the processor, the plurality of instructions cause</u> said processor is further operable to control the play of the game by repeating steps (c) to (f) for each of said remaining provided unassociated starting portions.

Claim 29 (original): The gaming device of Claim 25, wherein a plurality of said modifiers are different.

Claim 30 (currently amended): A gaming device comprising:

a game;

<u>at least one input device;</u>

a display device<u>;</u> adapted to display the game;

a plurality of starting values in the game, wherein each starting value is greater than zero;

a plurality of selections in the game;

a plurality of numerical modifiers in the game, wherein each of the selections is associated with one of said numerical modifiers; and

a processor; operable with said display device to control the play of the game by:

at least one memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate with the display device and the at least one input device to control a play of a game by:

(a)   initially displaying: and providing said

(i)   a plurality of starting values to a player, each of the plurality of starting values being greater than zero, and at least two of said plurality of starting values being different; and

(ii)   a plurality of selections, for each one of the selections, a separate one of a plurality of numerical modifiers being associated with said selection;

(b)   thereafter, enabling the player to individually associate a plurality of said starting values with a plurality of picked selections;

(c)   forming a plurality of ending values, wherein each ending value being is based on one of said starting values and said numerical modifier associated with the picked selection which said starting value is individually associated with; and

(d)   providing the player an award based on at least two of said ending values.

Claim 31 (currently amended): The gaming device of Claim 30, wherein when executed by the processor, the plurality of instructions cause said processor to operate with the at least one input device is further operable to control the play of the game by enabling the player to pick said plurality of selections.

Claim 32 (currently amended): The gaming device of Claim 30, wherein when executed by the processor, the plurality of instructions cause said processor is further operable to control the play of the game by providing the player an award based on each of said ending values.

Claim 33 (original): The gaming device of Claim 30, wherein a plurality of said numerical modifiers are different.

Claim 34 (currently amended): A gaming device comprising:

~~a game;~~

at least one input device;

a display device;~~ adapted to display the game;~~

~~a plurality of starting values in the game, wherein each starting value is greater than zero;~~

~~a plurality of selections in the game;~~

~~a plurality of numerical modifiers in the game, wherein a plurality of said selections are each associated with one of said numerical modifiers; and~~

a processor; and ~~operable with said display device to control the play of the game by:~~

at least one memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate with the display device and the at least one input device to control a play of a game by:

    (a)   displaying:

        (i)   each of a plurality of ~~said~~ starting values to a player, each of the plurality of starting values being greater than zero; and

        (ii)   a plurality of selections, a plurality of said selections being associated with one of a plurality of numerical modifiers

    (b)   enabling the player to accept at least one of said plurality of starting values or to risk at least one of said starting values to obtain at least one ending value;

    (c)   providing the player each starting value, if any, the player accepts;

    (d)   for each starting value, if any, the player risks:

        (i)   enabling the player to individually associate said starting value with a picked selection; and

(ii)   forming an ending value based on said individually associated starting value and any <u>numerical</u> modifier associated with said picked selection; and

(e)   providing the player an award based on any formed ending values.

Claim 35 (currently amended): The gaming device of Claim 34, wherein <u>when executed by the processor, the plurality of instructions cause</u> said processor <u>to operate with the at least one input device</u> is further operable to control the play of the game by enabling the player to pick said selections.

Claim 36 (currently amended): The gaming device of Claim 34, wherein <u>when executed by the processor, the plurality of instructions cause</u> said processor <u>to operate with the at least one input device</u> is further operable to control the play of the game by<u>,</u> <u>for each of the selections,</u> enabling the player to pick each of said <u>selection</u> selections by individually associating one of said starting values with one of said <u>selection.</u> selections.

Claim 37 (currently amended): The gaming device of Claim 34 , wherein <u>when executed by the processor, the plurality of instructions cause</u> said processor <u>to operate with the at least one input device</u> is further operable to control the play of the game by enabling the player to accept a plurality of said starting values or risk each of said starting values to obtain a plurality of ending values.

Claim 38 (original): The gaming device of Claim 34, wherein a plurality of said numerical modifiers are different.

Claim 39 (currently amended): A gaming device comprising:
a game;
<u>at least one input device;</u>
a display device<u>;</u> adapted to display the game;

a starting value in the game;

a plurality of selections in the game;

a plurality of numerical modifiers in the game, wherein a plurality of said selections are each associated with one of said numerical modifiers; and

a processor; operable with said display device to control the play of the game by:

at least one memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate with the display device and the at least one input device to control a play of a game by:

    (a)   displaying:

        (i)   a the starting value to a player; and

        (ii)   a plurality of selections, a plurality of said selections being associated with one of a plurality of numerical modifiers

    (b)   enabling the player to divide said starting value into a plurality of starting portions, wherein each of said starting portions being is greater than zero;

    (c)   enabling the player to accept at least one of said plurality of starting portions or risk at least one of said starting portions to obtain at least one ending portion;

    (d)   providing the player each starting portion, if any, the player accepts;

    (e)   for each starting portion, if any, the player risks:

        (i)   enabling the player to individually associate said starting portion with a picked selection; and

        (ii)   forming an ending portion based on said individually associated starting portion and any numerical modifier associated with the picked selection; and

    (f)   providing the player an award based on any formed ending portions.

Claim 40 (original): The gaming device of Claim 39, wherein each of the plurality of starting portions is different.

Claim 41 (currently amended): The gaming device of Claim 39, wherein when executed by the processor, the plurality of instructions cause said processor to operate with the at least one input device is further operable to control the play of the game by enabling the player to pick said selections.

Claim 42 (currently amended): The gaming device of Claim 39, wherein when executed by the processor, the plurality of instructions cause said processor to operate with the at least one input device is further operable to control the play of the game by enabling the player to accept a plurality of said starting portions or risk each of said starting portions to obtain a plurality of ending portions.

Claim 43 (original): The gaming device of Claim 39, wherein a plurality of said numerical modifiers are different.

Claim 44 (currently amended): A gaming device comprising:

a game;

at least one input device;

a display device; adapted to display the game;

a plurality of starting values in the game, wherein each starting value is greater than zero;

a plurality of selections in the game;

a plurality of numerical modifiers in the game, wherein a plurality of said selections are each associated with one of said numerical modifiers; and

a processor; operable with said display device to control the play of the game by:

at least one memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate with the display device and the at least one input device to control a play of a game by:

    (a)   displaying:

          (i)   each of <u>a plurality of</u> said starting values to a player<u>, each of the plurality of starting values being greater than zero; and</u>

          (ii)   <u>a plurality of selections, for each one of the selections, a separate one of a plurality of numerical modifiers being associated with said selection;</u>

(b)   enabling the player to forfeit at least one of said starting values in exchange for revealing a numerical modifier associated with at least one of the selections;

(c)   for each starting value forfeited, revealing the numerical modifier associated with one of the selections;

(d)   for each starting value not forfeited:

          (i)   enabling the player to individually associate said starting value with a picked selection <u>picked from the plurality of selections</u>, regardless of whether said numerical modifier associated with said picked selection is revealed or not; and

          (ii)   forming an ending value based on said individually associated starting value and any <u>numerical</u> modifier associated with said picked selection; and

(e)   providing the player an award based on any formed ending values.

Claim 45 (currently amended): The gaming device of Claim 44, wherein <u>when executed by the processor, the plurality of instructions cause</u> said processor <u>to operate with the at least one input device</u> is further operable to control the play of the game by enabling the player to pick said selections.

Claim 46 (original): The gaming device of Claim 44, wherein a plurality of said selections are associated with a plurality of numerical modifiers.

Claim 47 (original): The gaming device of Claim 46, wherein a plurality of said numerical modifiers are different.

Claim 48 (currently amended): A method of operating a gaming device including a plurality of instructions, said method comprising:

(a) causing at least one display device to initially display: displaying

(i) each of a plurality of starting values to a player, wherein each starting value is greater than zero, and at least two of said plurality of starting values being different; and

(ii) a plurality of selections, wherein at least one of said selections is associated with at least one numerical modifier;

(b) thereafter:

(i) causing one of the displayed selections to be picked; and

(ii) enabling the player to individually associate one of said displayed starting values with said a selection picked selection; from a plurality of selections, wherein at least one of the selections is associated with at least one numerical modifier;

(c) causing at least one processor to execute the plurality of instructions to form forming an ending value based on said individually associated starting value and any numerical modifier associated with the picked selection;

(d) repeating steps (b) to (c) for at least another one of said remaining unassociated starting values; and

(e) providing the player an award based on at least two of said ending values.

Claim 49 (original): The method of Claim 48, which includes enabling the player to pick said selections.

Claim 50 (currently amended): The method of Claim 48, which includes, for each of the selections, enabling the player to pick each of said selection selections by individually associating one of said starting values with one of said selection. selections.

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Claim 51 (original): The method of Claim 48, which includes repeating steps (b) to (c) for each of a plurality of said remaining unassociated starting values.

Claim 52 (original): The method of Claim 48, which includes repeating steps (b) to (c) for each of said remaining unassociated starting values.

Claim 53 (original): The method of Claim 48, which includes a plurality of said selections associated with a plurality of numerical modifiers.

Claim 54 (original): The method of Claim 53, wherein a plurality of said numerical modifiers are different.

Claim 55 (original): The method of Claim 48, wherein said steps are provided to the player through a data network.

Claim 56 (original): The method of Claim 55, wherein the data network is an internet.

Claim 57 (currently amended): A method of operating a gaming device including a plurality of instructions, said method comprising:

    (a)   causing at least one display device to display: displaying

        (i)   a plurality of starting values to a player, wherein each starting value is greater than zero, and at least two of said plurality of starting values being different; and

        (ii)   a plurality of selections, wherein each of the selections is associated with a separate numerical modifier

    (b)   thereafter:

        (i)   causing one of the displayed selections to be picked; and

(ii)   enabling the player to individually associate one of said displayed starting values with said ~~a~~ picked selection; ~~picked from a plurality of selections, wherein each of the selections is associated with a numerical modifier;~~

(c)   causing at least one processor to execute the plurality of instructions to form ~~forming~~ an ending value based on said individually associated starting value and said numerical modifier associated with the picked selection;

(d)   repeating steps (b) to (c) for at least another one of said remaining unassociated starting values; and

(e)   providing the player an award based on at least two of said ending values.

Claim 58 (original): The method of Claim 57, which includes enabling the player to pick said selections.

Claim 59 (original): The method of Claim 57, which includes repeating steps (b) to (c) for each of a plurality of said remaining unassociated starting values.

Claim 60 (original): The method of Claim 57, which includes repeating steps (b) to (c) for each of said remaining unassociated starting values.

Claim 61 (original): The method of Claim 57, wherein a plurality of said numerical modifiers are different.

Claim 62 (original): The method of Claim 57, wherein said steps are provided to the player through a data network.

Claim 63 (original): The method of Claim 62, wherein the data network is an internet.

Claim 64 (currently amended): A method of operating a gaming device including a plurality of instructions, said method comprising:

    (a)   causing at least one display device to initially display: displaying

        (i)   a plurality of different starting values to a player, wherein each starting value is greater than zero, and at least two of said plurality of starting values being different; and

        (ii)   a plurality of selections, wherein a plurality of the selections are each associated with a separate modifier;

    (b)   thereafter:

        (i)   enabling the player to select one of said displayed provided starting values;

        (ii)(c) picking one of the a plurality of selections; and , wherein a plurality of the selections are each associated with a modifier;

        (iii)(d) enabling the player to individually associate said picked starting value with said picked selection;

    (c)(e) causing at least one processor to execute the plurality of instructions to form forming an ending value based on said individually associated starting value and any modifier associated with the picked selection;

    (d)(f) repeating steps (b) to (c)(e) for each of said remaining provided unassociated starting values; and

    (e)(g) providing the player an award based on at least two of said ending values.

Claim 65 (original): The method of Claim 64, which includes enabling the player to pick said selections.

Claim 66 (original): The method of Claim 64, wherein a plurality of said numerical modifiers are different.

Claim 67 (original): The method of Claim 64, wherein said steps are provided to the player through a data network.

Claim 68 (original): The method of Claim 67, wherein the data network is an internet.

Claim 69 (currently amended): A method of operating a gaming device including a plurality of instructions, said method comprising:

        (a)   causing at least one display device to display: ~~displaying~~

            (i)   a starting value to a player; and

            (ii)   a plurality of selections, wherein each of the selections is associated with a numerical modifier;

        (b)   enabling the player to divide said starting value into a plurality of different starting portions, wherein each of said different starting portions is greater than zero;

        (c)   causing one of the displayed selections to be picked;

        (d)   enabling the player to individually associate one of said starting portions with said picked ~~a~~ selection; ~~picked from a plurality of selections, wherein each of the selections is associated with a numerical modifier;~~

        (e)~~(d)~~ causing at least one processor to execute the plurality of instructions to form ~~forming~~ an ending portion based on said individually associated starting portion and said numerical modifier associated with the picked selection;

        (f)~~(e)~~ repeating steps (c) to (e)~~(d)~~ for at least another one of said remaining unassociated starting portions; and

        (g)~~(f)~~ providing the player an award based on at least two of said ending portions.

Claim 70 (original): The method of Claim 69, which includes enabling the player to pick said selections.

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Claim 71 (currently amended): The method of Claim 69, which includes repeating steps (c) to (e)(d) for each of a plurality of said remaining unassociated starting portions.

Claim 72 (currently amended): The method of Claim 69, which includes repeating steps (c) to (e)(d) for each of said remaining unassociated starting portions.

Claim 73 (original): The method of Claim 69, wherein a plurality of said numerical modifiers are different.

Claim 74 (original): The method of Claim 69, wherein said steps are provided to the player through a data network.

Claim 75 (original): The method of Claim 74, wherein the data network is an internet.

Claim 76 (currently amended): A method of operating a gaming device including a plurality of instructions, said method comprising:

(a)   causing at least one display device to display: displaying

(i)   a starting value to a player; and

(ii)   a plurality of selections, wherein each of the selections is associated with a numerical modifier;

(b)   enabling the player to divide said starting value into a plurality of starting portions, wherein each of said starting portions is greater than zero;

(c)   enabling the player to select one of said starting portions;

(d)   picking one of the a plurality of selections; wherein each of the selections is associated with a numerical modifier;

(e)   enabling the player to individually associate said selected picked starting portion with said picked selection;

(f) <u>causing at least one processor to execute the plurality of instructions to form</u> forming an ending portion based on said individually associated starting portion and said <u>numerical</u> modifier associated with the picked selection;

(g) repeating steps (c) to (f) for at least another one of said remaining unassociated starting portions; and

(h) providing the player an award based on at least two of said ending portions.

Claim 77 (original): The method of Claim 76, which includes enabling the player to pick said selections.

Claim 78 (original): The method of Claim 76, which includes repeating steps (c) to (f) for each of a plurality of said remaining unassociated starting portions.

Claim 79 (original): The method of Claim 76, which includes repeating steps (c) to (f) for each of said remaining unassociated starting portions.

Claim 80 (original): The method of Claim 76, wherein a plurality of said numerical modifiers are different.

Claim 81 (original): The method of Claim 76, wherein said steps are provided to the player through a data network.

Claim 82 (original): The method of Claim 81, wherein the data network is an internet.

Claim 83 (currently amended): A method of operating a gaming device including a plurality of instructions, said method comprising:

(a) causing at least one display device to display: displaying

(i) a starting amount to a player; and

(ii) a plurality of investment related symbols, wherein each of the investment related symbols is associated with a numerical modifier;

(b) enabling the player to divide said starting amount into a plurality of different starting portions, wherein each of said different starting portions is greater than zero;

(c) causing one of the displayed investment related symbols to be picked;

(d) enabling the player to individually associate one of said displayed starting portions with said picked an-investment related symbol; picked from a plurality of investment related symbols, wherein each of the investment related symbols is associated with a numerical modifier;

(e)(d) causing at least one processor to execute the plurality of instructions to form forming an investment return amount based on said individually associated starting portion and said numerical modifier associated with the picked investment related symbol;

(f)(e) repeating steps (c) to (e)(d) for at least another one of said remaining unassociated starting portions; and

(g)(f) providing the player an award based on at least two of said investment return amounts

Claim 84 (original): The method of Claim 83, which includes enabling the player to pick said investment related symbols.

Claim 85 (currently amended): The method of Claim 8 3, which includes repeating steps (c) to (g)(f) for each of a plurality of said remaining unassociated starting portions.

Claim 86 (currently amended): The method of Claim 83, which includes repeating steps (c) to (g)(f) for each of said remaining unassociated starting portions.

Claim 87 (original): The method of Claim 83, wherein a plurality of said numerical modifiers are different.

Claim 88 (original): The method of Claim 83, wherein said steps are provided to the player through a data network.

Claim 89 (original): The method of Claim 88, wherein the data network is an internet.

Claim 90 (currently amended): A method of operating a gaming device including a plurality of instructions, said method comprising:

(a)   causing at least one display device to initially display: displaying

    (i)   a plurality of starting values to a player, wherein each starting value is greater than zero, and at least two of said plurality of starting values being different; and

    (ii)   a plurality of selections, wherein for each one of the selections, a separate one of a plurality of numerical modifiers is associated with said selection;

(b)   thereafter:

    (i)   causing a plurality of the displayed selections to be picked; and

    (ii)   enabling the player to individually associate a plurality of said displayed starting values with said a plurality of picked

selections; picked from a plurality of selections, wherein each of said selections is associated with one of a plurality of numerical modifiers;

(c)   causing at least one processor to execute the plurality of instructions to form forming a plurality of ending values, wherein each ending value is based on one of said starting values and said numerical modifier associated with the picked selection which said starting value is individually associated with; and

(d)   providing the player an award based on at least two of said ending values.

Claim 91 (original): The gaming device of Claim 90, which includes enabling the player to pick said plurality of selections.

Claim 92 (original): The method of Claim 90, wherein a plurality of said numerical modifiers are different.

Claim 93 (original): The gaming device of Claim 90, which includes providing the player an award based on each of said ending values.

Claim 94 (original): The method of Claim 90, wherein said steps are provided to the player through a data network.

Claim 95 (original): The method of Claim 94, wherein the data network is an internet.

Claim 96 (currently amended): A method of operating a gaming device including a plurality of instructions, said method comprising:

(a)   causing at least one display device to display: ~~displaying~~

(i)   each of a plurality starting values to a player, wherein each starting value is greater than zero; and

(ii)   a plurality of selections, wherein at least one of said selections is associated with a numerical modifier;

(b)   enabling the player to accept at least one of said plurality of starting values or risk at least one of said starting values to obtain at least one ending value;

(c)   providing the player each starting value, if any, the player accepts;

(d)   for each starting value, if any, the player risks:

(i)   enabling the player to individually associate said starting value with a selection picked from the ~~a~~ plurality of selections;~~, wherein at least one of said selections is associated with a numerical modifier;~~ and

(ii)   causing at least one processor to execute the plurality of instructions to form ~~forming~~ an ending value based on said individually associated starting value and any numerical modifier associated with said picked selection; and

(e)   providing the player an award based on any formed ending values.

Claim 97 (original): The method of Claim 96, which includes enabling the player to pick said selections.

Claim 98 (original): The method of Claim 96, which includes enabling the player to accept a plurality of said starting values or risk each of said starting values to obtain a plurality of ending values.

Claim 99 (original): The method of Claim 96, wherein a plurality of said numerical modifiers are different.

Claim 100 (original): The method of Claim 96, wherein said steps are provided to the player through a data network.

Claim 101 (original): The method of Claim 100, wherein the data network is an internet.

Claim 102 (currently amended): A method of operating a gaming device including a plurality of instructions, said method comprising:

(a)   causing at least one display device to display: displaying

(i)   a starting value to a player; and

(ii)   a plurality of selections, wherein at least one of said selections is associated with a numerical modifier;

(b)   enabling the player to divide said starting value into a plurality of starting portions, wherein each of said starting portions is greater than zero;

(c)   enabling the player to accept at least one of said plurality of starting values or risk at least one of said starting values to obtain at least one ending portion;

(d)   providing the player each starting portion, if any, the player accepts;

(e)   for each starting portion, if any, the player risks:

(i)   enabling the player to individually associate said starting portion with a selection picked from the a plurality of selections; wherein at least one of said selections is associated with a numerical modifier; and

(ii)   causing at least one processor to execute the plurality of instructions to form forming an ending portion based on said individually associated starting portion and any modifier associated with said picked selection; and

(f)   providing the player an award based on any formed ending portions.

Claim 103 (original): The method of Claim 102, wherein each of the plurality of starting portions is different.

Claim 104 (original): The method of Claim 102, which includes enabling the player to pick said selections.

Claim 105 (original): The method of Claim 102, which includes enabling the player to accept a plurality of said starting portions or risk each of said starting portions to obtain a plurality of ending portions.

Claim 106 (original): The method of Claim 102, wherein a plurality of said numerical modifiers are different.

Claim 107 (original): The method of Claim 102, wherein said steps are provided to the player through a data network.

Claim 108 (original): The method of Claim 107, wherein the data network is an internet.

Claim 109 (currently amended): A method of operating a gaming device including a plurality of instructions, said method comprising:

    (a)   causing at least one display device to display: displaying

        (i)   each of a plurality of starting values to a player, wherein each starting value is greater than zero; and

        (ii)   (b)   displaying a plurality of selections to the player, wherein at least one of the selections is associated with a numerical modifier;

    (b)(e) enabling the player to forfeit at least one of said starting values in exchange for revealing any numerical modifier associated with at least one of the selections;

    (c)(d) revealing any numerical modifier associated with at least one of the selections for each starting value forfeited;

    (d)(e) for each starting value not forfeited:

(i)   enabling a player to individually associate said starting value with a picked selection; and

(ii)   <u>causing at least one processor to execute the plurality of instructions to form</u> forming an ending value based on said individually associated starting value and any modifier associated with the picked selection regardless of whether said numerical modifier associated with said picked selection is revealed or not; and

<u>(e)</u>(f)   providing the player an award based on any formed ending values.

Claim 110 (original):   The method of Claim 109, which includes enabling the player to pick said selections.

Claim 111 (original):   The method of Claim 109, wherein a plurality of said selections are associated with a plurality of numerical modifiers.

Claim 112 (original):   The method of Claim 111, wherein a plurality of said numerical modifiers are different.

Claim 113 (original): The method of Claim 109, wherein said steps are provided to the player through a data network.

Claim 114 (original): The method of Claim 113, wherein the data network is an internet.